



FIGURE 1

<i>inheritance</i> <i>col overriding</i> <i>row</i>	<i>member</i> int m;	<i>method</i> public void m() { }	<i>goal</i> public void m() : goal { }	<i>sensor</i> int m : sensor;	<i>behavior</i> protected void m() : behavior { }
<i>member</i> int m;	accepted (parent member hidden)			accepted (datamember hidden)	
<i>method</i> public void m() { }		accepted parent overriden	NOT accepted		accepted both visible
<i>goal</i> public void m() : goal { }		NOT accepted	accepted parent overriden		accepted both visible
<i>sensor</i> int m : sensor;	accepted (sensor hidden)			accepted (parent sensor hidden)	
<i>behavior</i> protected void m() : behavior { }		accepted both visible	accepted both visible		accepted (substitution overriding) (protected behaviors only)

Fig. 2